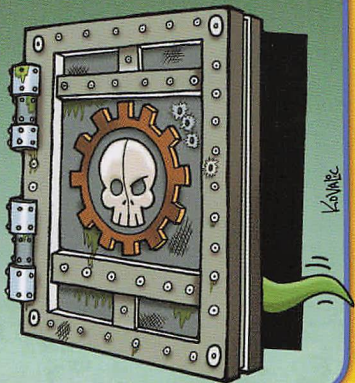


MUNCHKIN[®]

WARHAMMER[®] 40,000



KOVACIC

GRIMDARK

+10 TO MONSTER

Play on a single monster during any combat. If that monster is defeated, draw two extra Treasures.



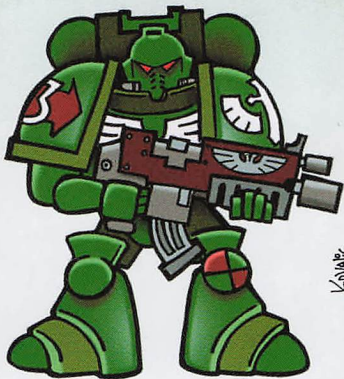
+2 Treasures

LEVEL 6

DARK ANGEL

+3 against Ultramarines.

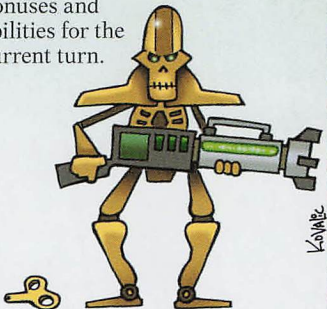
Bad Stuff: Lose a level.



2 Treasures

NECRON

Regeneration: A Curse that causes a Necron to lose a specific Item type (e.g., Armor, Headgear, Vehicle) merely negates that Item's bonuses and abilities for the current turn.

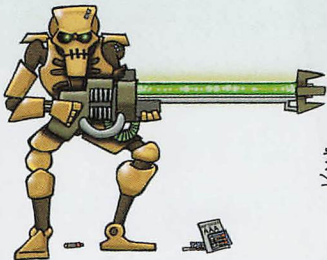


Resurrection: Necrons treat any Death result as "Discard three cards."

Army

NECRON

Regeneration: A Curse that causes a Necron to lose a specific Item type (e.g., Armor, Headgear, Vehicle) merely negates that Item's bonuses and abilities for the current turn.



KOVARIC

Resurrection: Necrons treat any Death result as "Discard three cards."

Army

DEATH GUARD

Contagion: When a Death Guard is affected by a Curse (except as a result of another Contagion ability or one that already affects everyone), all other players must roll the die. Anyone rolling a 1 or less is also affected.



Traitorous: Once per turn, when a Death Guard plays a One-Shot to help the monsters, they can draw a face-up Treasure to replace it.

Army

DEATH GUARD

Contagion: When a Death Guard is affected by a Curse (except as a result of another Contagion ability or one that already affects everyone), all other players must roll the die. Anyone rolling a 1 or less is also affected.



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Army

DEATH GUARD

Contagion: When a Death Guard is affected by a Curse (except as a result of another Contagion ability or one that already affects everyone), all other players must roll the die. Anyone rolling a 1 or less is also affected.



Traitorous: Once per turn, when a Death Guard plays a One-Shot to help the monsters, they can draw a face-up Treasure to replace it.

Army

TWIN



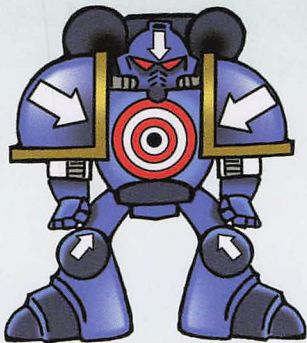
KOYALIC

Another monster appears, of the same Level and with all the same monster enhancers. If the monsters are defeated, draw Treasure for each and go up levels for each.



TAKE THE HIT

You may play this instead of Running Away from multiple monsters in a fight. Accept the Bad Stuff from the highest-Level monster and ignore the rest. In case of a tie in Level, you choose.



KOYALIC

LEVEL 10

Chaos

SLOPPITY BILEPIPER

+3 against Ultramarines.



Bad Stuff: Lose your Footgear. You have -1 to Run Away until you can equip new Footgear.

3 Treasures

LEVEL 10

PAINBOYZ

+3 against Orks – they're the experts at hurting them, after all.



Bad Stuff: This may sting a little bit: lose a level.

3 Treasures

LEVEL 8

ASURYANI FARSEER

If the Farseer is killed in combat, roll the die. On a 3 or lower, it foresaw the attack and escaped anyway, giving no levels but leaving the Treasure behind.

Bad Stuff:

Lose the Item giving you the largest combat bonus. In case of a tie, choose randomly.



2 Treasures

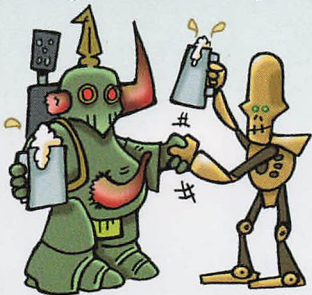
WANDERING MONSTER

Play this with a monster from your hand during any combat. Your monster joins the one(s) already fighting – add their combat strengths. If the munchkin(s) Run Away, resolve the attempts separately, in the order each victim chooses.



ALLIANCE

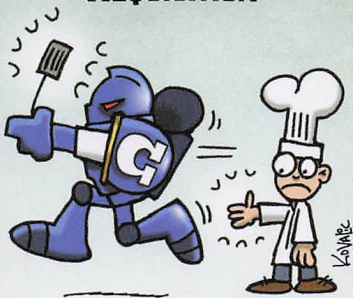
You may attach this to a single Army card to ignore its disadvantages, or to two Army cards to have all of their advantages and disadvantages.



KOVACIC

Discard this card if you lose all attached Army card(s).

REQUISITION

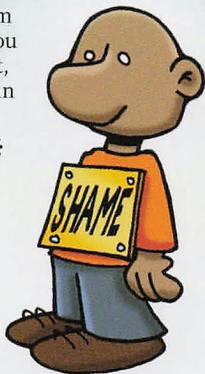


Play when you are in combat. You may take an Item from any opponent and use its bonuses for yourself, regardless of any restrictions that would otherwise apply. After the combat, that opponent gets the Item back, even if you discarded it.

LEVEL 1
Undead
SERVITOR

Nothing can remove the Servitor from combat; if you cannot kill it, you must Run Away.

Bad Stuff:
Lose a level.



KOVACIC

1 Treasure

LEVEL 1

Chaos

NURGLING

+4 against
Aeldari.



Bad Stuff: Lose a level.

1 Treasure

ULTRAMARINE

Look to Your Wargear: Armor worn by an Ultramarine gets an extra +2 in combat.



Know No Fear: An Ultramarine who fails a Run Away roll can choose Death instead of the printed Bad Stuff for that monster.

Army

NECRON

Regeneration: A Curse that causes a Necron to lose a specific Item type (e.g., Armor, Headgear, Vehicle) merely negates that Item's bonuses and abilities for the current turn.



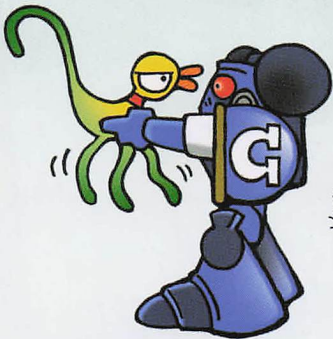
Resurrection: Necrons treat any Death result as "Discard three cards."

Army

CURSE!

UNMILITARY CONDUCT

You should know better than to pick up a duck in warp space!



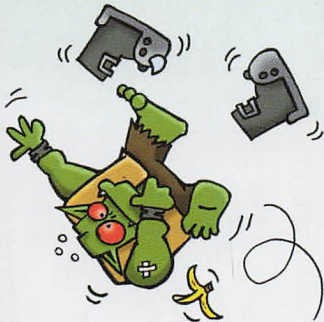
KOVACIC

LOSE TWO LEVELS

CURSE!

LOSE YOUR FOOTING

If you aren't wearing Footgear, you have -2 on your next Run Away attempt.



KONALIC

LOSE YOUR FOOTGEAR

ULTRAMARINE

Look to Your Wargear: Armor worn by an Ultramarine gets an extra +2 in combat.

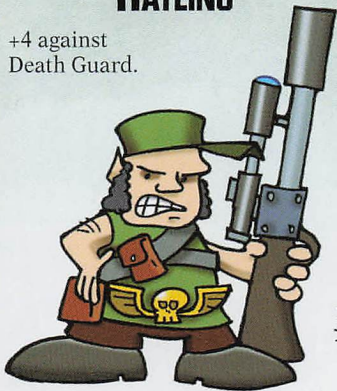


Know No Fear: An Ultramarine who fails a Run Away roll can choose Death instead of the printed Bad Stuff for that monster.

Army

LEVEL 2
RATLING

+4 against
Death Guard.



Bad Stuff: Discard all One-Shots you have in play.

1 Treasure

LEVEL 1

SNOTLING

Will not fight Orks; just drops a Treasure and slinks off. If that was the only monster in the fight, the combat is over.



KOVACIC

Bad Stuff:
Discard
one card.

1 Treasure

LEVEL 2

Chaos

BRIMSTONE HORROR OF TZEENTCH

+4 against Orks. An extra +3 if there is another **Horror of Tzeentch** in the fight. Immune to fire/flame attacks!

Bad Stuff:

You have -1 in your next fight against a Chaos monster.



1 Treasure

LEVEL 4

Chaos

POXWALKER

You are infected – suffer the effects of the top Curse in the discard pile as soon as the Poxwalker enters combat.



Bad Stuff: Lose a level and discard a card.

2 Treasures

LEVEL 2

Undead

GROTESQUE

+5 against characters of Level 6 or higher. You may not roll to Run Away, although automatic escapes will still work.

Bad Stuff:
Lose a level.



1 Treasure

WANDERING MONSTER

Play this with a monster from your hand during any combat. Your monster joins the one(s) already fighting – add their combat strengths. If the munchkin(s) Run Away, resolve the attempts separately, in the order each victim chooses.



CURSE!
DEMOTED



KOVACIC

LOSE A LEVEL

CURSE! AMBUSH!

In your next combat, add the top monster from the Door discards to the fight.



KOVACIC

ALLIANCE

You may attach this to a single Army card to ignore its disadvantages, or to two Army cards to have all of their advantages and disadvantages.



Discard this card if you lose all attached Army card(s).

CURSE!

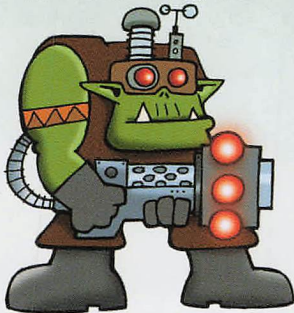
COMBAT JITTERS

You are at -5 against the next Chaos monster you fight. Keep this as a reminder until then.



ORK

Brutal: An Ork has a combat bonus equal to twice the total number of Orks in the game.



Kunning: An Ork that wins a combat by 10 or more points goes up an extra level, which *can* be the winning level.

Army

LEVEL 8

MANDRAKE

The Mandrake can join any combat without using a **Wandering Monster** card.

Bad Stuff:

Lingering pain gives you -5 on your *next* combat. Keep this as a reminder until then.



KOVACIC

2 Treasures

LEVEL 8

Chaos

PINK HORROR OF TZEENTCH



+4 against Aeldari. An extra +3 if there is another **Horror of Tzeentch** in the fight.

Bad Stuff: You have -4 in your next fight against a Chaos monster.

2 Treasures

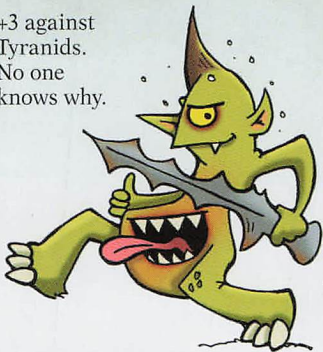
KOVARIC

LEVEL 8

Chaos

PLAGUEBEARER

+3 against
Tyranids.
No one
knows why.



Bad Stuff: You spread disease.
The next Curse that hits you also
hits everyone else.

2 Treasures

LEVEL 10

CATACHAN DEVIL

-3 against Ultramarines.



KOVACIC

Bad Stuff: Lose
two levels.

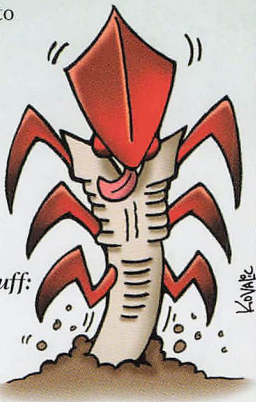
3 Treasures

LEVEL 12

THE RED TERROR

-2 to Run Away. Will not pursue everyone of Level 2 or below.

Immune to fire/flame attacks.



Bad Stuff:
Lose two levels.

3 Treasures

LEVEL 18

ROBOUTE GUILLIMAN

Guilliman may not be added to a fight that includes Chaos monsters, and Chaos monsters may not be added to this fight. +4 against Necrons. Will not pursue anyone of Level 3 or below.



KOVACIC

Bad Stuff: You must prove your worthiness. Lose a level and you may not ask for help in your next combat.

2 Levels

4 Treasures

LEVEL 18

CELESTINE THE LIVING SAINT

-4 against Ultramarines,
but +4 against Death
Guards. Will not
pursue anyone of
Level 3 or below.



Bad Stuff:
Death Guards are,
well, dead. Everyone
else loses two levels.

2 Levels

4 Treasures

LEVEL 4

Undead

SERVO-SKULL

It never forgets. Go through the Door discards and add the first monster you find to this combat.

Bad Stuff:

Lose your Army card(s). If you don't have one, lose a level.



2 Treasures

LEVEL 4
Undead
WRACK

+1 to
Run Away.



Bad Stuff:

Whatever it is, it will be creative. Suffer the effects of the top two Curses in the Door discards. You may not use a **Wishing Ring** to escape these effects!

2 Treasures

LEVEL 16
Chaos
FABIUS BILE

-3 against Aeldari.



Bad Stuff: You are dead.

2 Levels

4 Treasures

LEVEL 14

C'TAN SHARD

-3 against Tyranids. Immune to fire/flame attacks.

Bad Stuff: You are banished to an alternate reality.

Put your Army card(s), if any, on the bottom of the Door discards, then look through the discards starting at the top. The first Army card you come to is yours.



4 Treasures

LEVEL 2

THE PARASITE OF MORTREX

Will not attack Tyranids; just discard this card and draw a face-down Door instead.

Bad Stuff:

You are ripped apart. From the inside. You are gruesomely, messily dead.



1 Treasure

AELDARI

Ancient Doom:

An Aeldari gets a +3 bonus when fighting at least one Chaos monster.



KOVARIC

Perfidious

Eldar: When an Aeldari

is helping in combat, they can give the main player two cards and back out of the fight. The main player may ask the remaining players for help.

Army

LEVEL 12

PRIMARIS PSYKER

He gets in your head. You cannot get any bonuses from Headgear in this fight.



Bad Stuff: He stays in your head. You have -5 in your next combat.

3 Treasures

LEVEL 4

Chaos

BLUE HORROR OF TZEENTCH

+4 against Ultramarines. An extra
+3 if there is another **Horror of
Tzeentch** in
the fight.



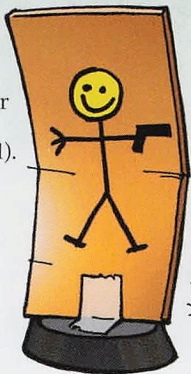
Bad Stuff: You have -2 in
your next fight against a Chaos
monster.

2 Treasures

PROXIED

-10 TO MONSTER

Play on a single monster during any combat. If that monster is defeated, draw two fewer Treasures (minimum of 1).



KOVACIC

-2 Treasures

UNPAINTED

-5 TO MONSTER

Play on a single monster during any combat. If that monster is defeated, draw one *fewer* Treasure (minimum of 1).



-1 Treasure

SPIKY

+5 TO MONSTER

Play on a single monster during any combat. If that monster is defeated, draw one extra Treasure.



+1 Treasure

MODDED

+5 TO MONSTER

Play on a single monster during any combat. If that monster is defeated, draw one extra Treasure.



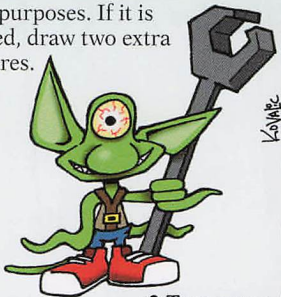
KOVACIC

+1 Treasure

... INFUSED WITH CHAOS

+5 TO MONSTER

Play on a single monster, except a Chaos monster, during any combat. That monster now counts as a Chaos monster for all purposes. If it is defeated, draw two extra Treasures.



+2 Treasures

CURSE!

OUT OF GRENADES

Discard *all*
your One-Shot
Items in play.



LOSE YOUR ONE-SHOT ITEMS

ORK

Brutal: An Ork has a combat bonus equal to twice the total number of Orks in the game.



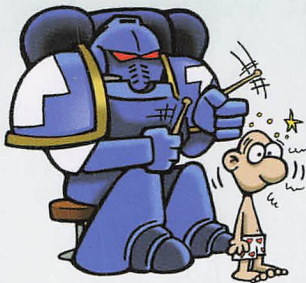
Kunning: An Ork that wins a combat by 10 or more points goes up an extra level, which *can* be the winning level.

Army

CURSE!

DRUMMED OUT

Discard your Army card, if you have one. If you have more than one Army in play, lose one of them (your choice). If you have no Army, lose a level.



LOSE YOUR ARMY

CURSE! LEFT YOUR TERRAIN AT HOME



KOVACIC



LOSE A LEVEL

CURSE!

ANTI-ARMOR GRENADE

If you aren't wearing Armor,
lose a level.



KOVAC

LOSE YOUR ARMOR

LEVEL 1

CRYSTAL SPIDER

+5 against Death Guard.
No one may add Chaos
monsters to this combat!
Takes double damage
from fire/flame attacks.



Bad Stuff: You are swarmed
and bitten. Lose your Armor so
you can scratch. If you aren't
wearing Armor,
discard a card
from your hand.



1 Treasure

AELDARI

Ancient Doom:

An Aeldari gets a +3 bonus when fighting at least one Chaos monster.



Perfidious Eldar: When an Aeldari is helping in combat, they can give the main player two cards and back out of the fight. The main player may ask the remaining players for help.

Army

LEVEL 16

Chaos

SKARBRAND

+4 against Ultramarines.



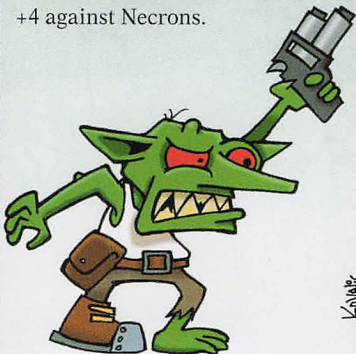
Bad Stuff:
You are dead.

2 Levels

4 Treasures

LEVEL 1
GRETCHIN

+4 against Necrons.



KOVAC

Bad Stuff: Discard one Hand item.

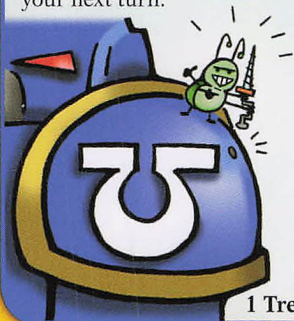
1 Treasure

LEVEL 1

BORER BEETLE

Your Armor does not count in this combat.

Bad Stuff: You're bored. You may not help anyone in combat, play any cards, or have any cards played on you until the start of your next turn.



KOYALIC

1 Treasure

CURSE!

DRAGOONED



KOVACIC

If you have no Army now, this Curse has no effect. Otherwise, go back through the discard pile, starting with the top discard. The first Army card you come to replaces your current Army. If you go through the discards without finding an Army card, you just lose your own Army.

CHANGE YOUR ARMY

TYRANID

Bred for War: If a Tyranid draws a monster when Looting the Room, it may immediately reveal it and fight that monster.



KOVACIC

Bio-Morph: A Tyranid may attach a single One-Shot to this card as a permanent combat bonus for itself. It may replace this card only when it goes up a level, and loses it upon Death or losing this Army.

Army

ULTRAMARINE

Look to Your Wargear: Armor worn by an Ultramarine gets an extra +2 in combat.



Know No Fear: An Ultramarine who fails a Run Away roll can choose Death instead of the printed Bad Stuff for that monster.

Army

LEVEL 20

Chaos

MORTARION



KOVALIC

Mortarion has +2 for every other Chaos monster in the combat. Will not pursue anyone of Level 4 or below.

Bad Stuff: You are very, very dead.

2 Levels

5 Treasures

CHEAT!

Attach this card to an Item you have in play or as you play an Item from your hand. You gain that Item's full benefits and none of its disadvantages, even if otherwise you could not use it at all.



Discard this card when you lose the Item it is attached to.

CURSE!
CAN'T LOCATE THE
ASTRONOMICAN



AUTOMATICALLY FAIL
YOUR NEXT RUN
AWAY ATTEMPT

CURSE!

BIRD-BRAINED

If you don't
have Headgear,
lose a level.



KOVACIC

LOSE YOUR HEADGEAR

CURSE!
NO MORE DAKKA

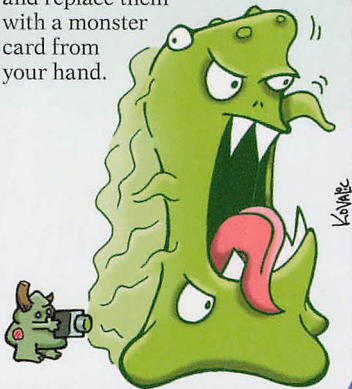


KOVACIC

LOSE A HAND ITEM

HOLOPROJECTION

Play this card during any combat. Discard one monster in this combat, along with any cards that have been played to modify it, and replace them with a monster card from your hand.



WANDERING MONSTER

Play this with a monster from your hand during any combat. Your monster joins the one(s) already fighting – add their combat strengths. If the munchkin(s) Run Away, resolve the attempts separately, in the order each victim chooses.



LEVEL 2

Chaos

DAEMONETTE

+1 for each Item you have in play when she enters combat.



Bad Stuff:

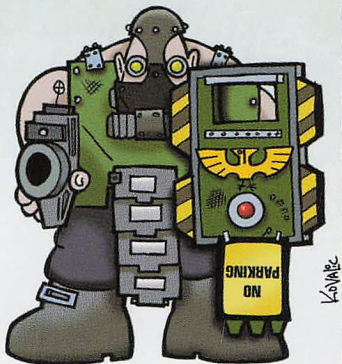
Discard your Item worth the most Gold Pieces. In case of a tie, choose one.

1 Treasure

LEVEL 14

BULLGRYN

-4 against Ultramarines.



Bad Stuff: You are dead.

4 Treasures

LEVEL 6

Chaos

HAMADRYA

+3 if there are other Chaos monsters in the fight.



KOVACIC

Bad Stuff: Roll to Run Away a second time from all other Chaos monsters in the fight, even if you escaped them the first time.

2 Treasures

CURSE! TRAITOR

Until you kill a monster (or help to kill one) or die, you cannot accept help in combat.



KOVACIC

CURSE!

MISLAID THE KEYS

If you don't
have a Vehicle,
discard half
the cards in
your hand,
rounded *up*.



KOVAC

LOSE A VEHICLE

LEVEL 12

INCUBUS

You can avoid fighting the Incubus (getting no levels or Treasure) by discarding 800 Gold Pieces worth of Items. If the Incubus is the only monster in the fight, the combat is over.

Bad Stuff:
You are dead.



3 Treasures

CURSE! UNPLANNED OBSCOLESCENCE

All players discard their Item worth the most Gold Pieces. Players who use a **Wishing Ring** may avoid this for everyone or just themselves, their choice.

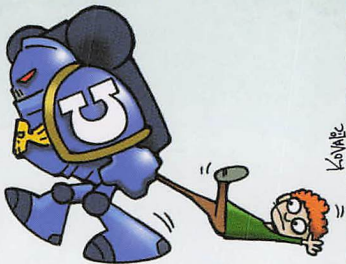


DISAPPEARED INTO THE GREAT RIFT



Play during any combat. Discard the monsters and all cards played to modify them; they have . . . well, you know. No one gets any levels. The current player draws two Treasures. If there was a helper, the helper takes one treasure of their choice.

CURSE! **YOU'VE BEEN** **VOLUNTEERED**



You must help the next munchkin who asks, unless the fight would give them Level 10, and you cannot ask for a reward.

LEVEL 4

HELLION

+4 if there is another monster in the combat. -1 to Run Away.



Bad Stuff: Lose a Hand; if you do not have a free Hand, also lose a Hand item. You can regrow that Hand the next time you go up a level, or if you die.

2 Treasures

CURSE! **SLIMER MAGGOTS**



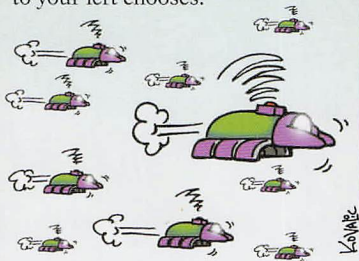
KOVACIC

LOSE A LEVEL

LEVEL 2

CANOPTEK SCARAB

Discard your highest-bonus Item as soon as the Scarab enters combat. In case of a tie, the player to your left chooses.



Bad Stuff: Discard the highest-bonus Item you have left. In case of a tie, the player to your right chooses.

1 Treasure

TYRANID

Bred for War: If a Tyranid draws a monster when Looting the Room, it may immediately reveal it and fight that monster.

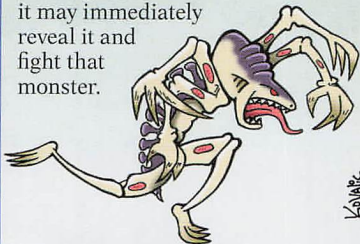


Bio-Morph: A Tyranid may attach a single One-Shot to this card as a permanent combat bonus for itself. It may replace this card only when it goes up a level, and loses it upon Death or losing this Army.

Army

TYRANID

Bred for War: If a Tyranid draws a monster when Looting the Room, it may immediately reveal it and fight that monster.



KOVARIC

Bio-Morph: A Tyranid may attach a single One-Shot to this card as a permanent combat bonus for itself. It may replace this card only when it goes up a level, and loses it upon Death or losing this Army.

Army

ORK

Brutal: An Ork has a combat bonus equal to twice the total number of Orks in the game.



Kunning: An Ork that wins a combat by 10 or more points goes up an extra level, which *can* be the winning level.

Army

CHEAT!

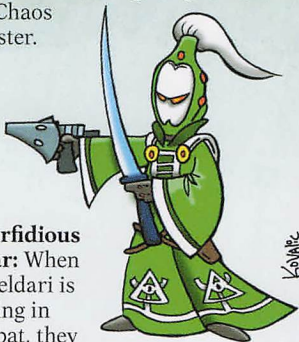
Attach this card to an Item you have in play or as you play an Item from your hand. You gain that Item's full benefits and none of its disadvantages, even if otherwise you could not use it at all.



Discard this card when you lose the Item it is attached to.

AELDARI

Ancient Doom: An Aeldari gets a +3 bonus when fighting at least one Chaos monster.

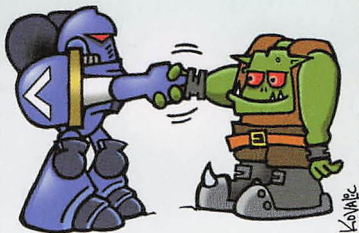


Perfidious Eldar: When an Aeldari is helping in combat, they can give the main player two cards and back out of the fight. The main player may ask the remaining players for help.

Army

ALLIANCE

You may attach this to a single Army card to ignore its disadvantages, or to two Army cards to have all of their advantages and disadvantages.



Discard this card if you lose all attached Army card(s).

UNDEAD

+5 TO MONSTER

Play on a single monster, except an Undead monster, during any combat. That monster now counts as an Undead monster for all purposes. If it is defeated, draw two extra Treasures.



+2 Treasures

LEVEL 6

Chaos

TZAANGOR

+4 against Aeldari.



Bad Stuff: Lose your Headgear. If you don't have Headgear, lose a level instead.

2 Treasures

LEVEL 6

SCOURGE

+3 against anyone without Headgear. -1 to Run Away.

Bad Stuff: Give a card from your hand to the players with the lowest and highest Levels. In case of ties, give each of the tied players a card. If you don't have enough cards, lowest comes before highest.

